NES-LY-USA

INSTRUCTION MANUAL

ocean

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Precautions

1) Be sure to turn off the power before inserting or removing the Game Pak.
2) Avoid touching the connectors and do not get them wet.
3) Do not store or use the Game Pak in places of extreme temperature.
4) Do not clean the Game Pak with thinner, benzene, alcohol or any other solvent.
5) Never hit or drop the Game Pak, and do not take it apart.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV
Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Ocean of America, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY: READ BEFORE USING YOUR NES – A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that your consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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Lethal Weapon

Riggs and Murtaugh, two tough Los Angeles cops, face their toughest challenge yet. **Riggs** is a Vietnam veteran, trained in the techniques of the U.S. Commandos. He's high-strung, unpredictable, and impulsive, with little regard for his own safety. His incredible skill in Martial arts makes him truly a living, breathing Lethal Weapon. **Murtaugh** is more of a career cop and a family man. He thought he had it easy until Riggs showed up a few years ago... and those few years already seem like a lifetime. Preferring ammunition over hand-to-hand combat, Murtaugh is less athletic than Riggs — but he still packs a mean punch.

Now this mismatched duo must face their most treacherous mission, dealing with bank robbers, bombs and illegal money exchange.

Getting Started

Insert the Lethal Weapon Game Pak and turn on your Nintendo Entertainment System. After a few seconds, press the Start Button to begin the game.

Your Controls

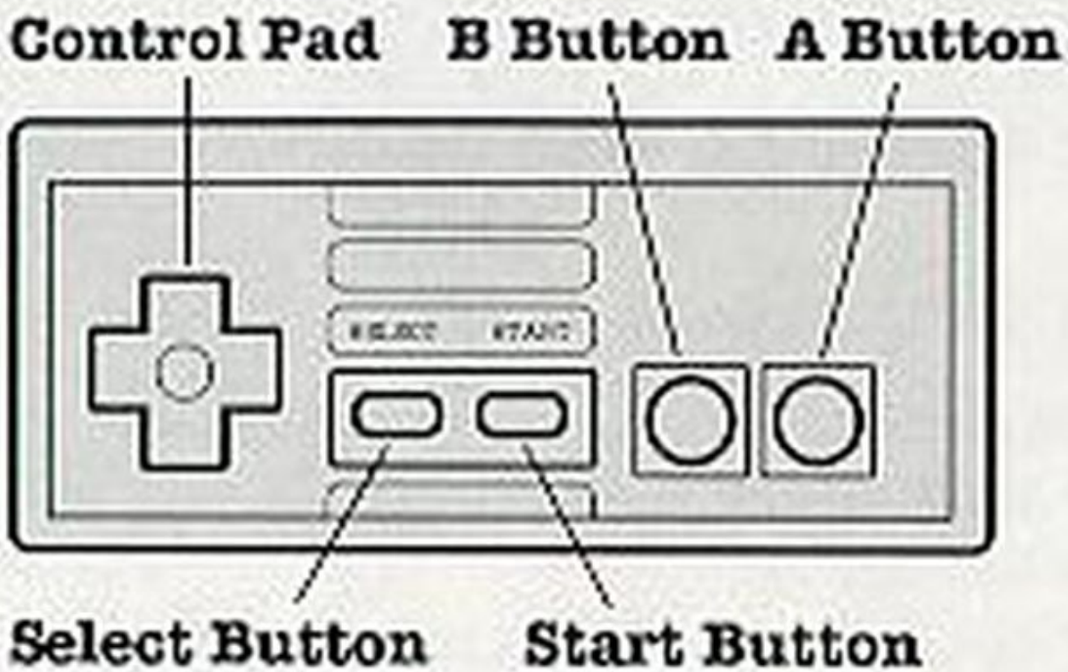
Start:	Press Start to begin playing Lethal Weapon. Pressing Start during play will pause the game and display the inventory screen. Press Start again to resume play (unpause).
Button A:	Press Button A to jump.
Button B:	When Murtaugh is standing or walking, press Button B to punch or use current weapon. When Riggs is standing or walking, press Button B to kick or use current weapon. When Murtaugh or Riggs is jumping or falling, press Button B for a flying kick or to use current weapon.
Select:	Press Select to switch between gun and hand-to-hand combat.

Control Pad Up: Move into the screen.

Control Pad Down: Move out of the screen.

Control Pad Left: Move left.

Control Pad Right: Move right.



Status Display

The status panel displays the following: Character, Energy, Score, Ammunition and Weapons.

Character:
Indicates whether you are playing Riggs or Murtaugh.

Energy:
When Riggs or Murtaugh are resting, some of their energy will be replenished. Additional energy can only be gained by collecting energy icons.

Score:
Displays the current score.

Ammunition:
Displays the percentage of ammunition the character has remaining.

Weapon:
Displays the current weapon.

Playing the Game

You can choose to play either Riggs or Murtaugh, but each has different abilities. Riggs is trained in Martial Arts and Murtaugh prefers ammunition. You must select the most appropriate one for each task.

To change between Riggs and Murtaugh, move off to the left of the screen.

Your first mission is to overcome a group of mercenaries who are trying to buy weapons from a gang of gunrunners. After accomplishing this

successfully, you will go to an exhibition center where the evil gang leader is waiting for you. After defeating him, you must defuse a bomb which has been planted in the center.

Your next objective is to infiltrate a group of hoods dealing with illegal currency exchanges. You must stop a bank robbery which is in progress in the shopping mall, and protect any innocent bystanders. The gang has converted Krugerrands and diamonds into money, and are attempting to

escape the country on a ship at the docks. You must stop them, defeat the boss, and defuse a bomb which has been planted on the ship.

Your final mission involves a cache of police weapons which has been stolen with the help of an insider. Riggs and Murtaugh have to track them down, making their way along a freeway, through an industrial plant, and finally ending up at a construction site, which is the front for the whole operation. Finally, they must confront the ex-policeman who is behind the gang and neutralize a bomb which has been planted at the site. All this must be done, and the seconds are ticking away!

Throughout the game, Riggs and Murtaugh must rescue innocent citizens who have been taken hostage while being hindered by helicopters, punks and hoods.

Pick-Ups

There are several objects that may by collected, and either Riggs or Murtaugh can pick up certain ones. You have to figure out which items these characters can pick up.

Objects are collected simply be walking through them. Each time an object is picked up, it will replace the one currently held, except for the energy, bullet-proof vests and extra ammunition.

Extra Ammo is in the form of handguns which appear frequently. But they only last as long as they have ammunition.

Grenades, guns, knives and packing cases may also be collected.

Playing Tips

- Remember to bear in mind the strengths and weaknesses of Riggs and Murtaugh.
- Riggs' flying kick has double the strength of his partner.
- Murtaugh's punch is more effective than Riggs' kick.
- Remember that Riggs is more athletic than Murtaugh.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that Control Desk and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Ocean of America, Inc. warrants to the original purchaser only that the game pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the game pak to Ocean of America, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

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